



181st TRANSPORTATION BATTALION



CONVOY TTPs

OPERATION IRAQI FREEDOM

ROAD WARRIORS!





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ENEMY THREAT TO CONVOYS

- **Unconventional (Irregular) Forces making up 1-2% of Iraqi population**
- **Approximately 1-5% of all coalition convoys attacked daily**
- **Enemy not easily identified, blend in with civilian population**
- **Enemy wants to kill Americans to force Coalition withdrawal**
- **Focus is on soft (easy) targets to attack (convoys)**
- **Enemy attacks with IEDs, small arms and RPGs**
- **Enemy avoids sustained contact**
- **Enemy attacks vehicles to rear of convoy approximately 70% of time to avoid convoy firepower**
 - **Not seeking his or her own death (preservation vs. martyrdom)**
 - **Hit and run posture**
- **Enemy scout network monitors movement and posture of coalition convoys daily**
- **They are intelligent**
 - **Adapting their own TTPs**
 - **Selecting convoys that provide opportunity for max BDA vs. risk (Tend to avoid lethal looking convoys with alert soldiers)**
- **Enemy is improving IEDs and effects**



Enemy Convoy Delaying TTPs

- **Disrupt U.S. convoys with vehicles**
 - Prior to attack to slow us down
- **Civilians block traffic in the road**
- **They know where we need to slow down**
 - **Hard Ball Road to Unimproved Surface**
 - **Intersections**
- **Linear Ambushes (command executed)**
 - **Observers advise ambush**
 - **Cell phones**
- **Small arms and RPG fire generally directed lead or trail vehicle**
 - **RPG usually directed at trail vehicle**



Enemy Direct Fire TTPs

- **Sniper fire from building**
- **Random fire from building or clusters of buildings**
 - **Buildings sometimes (often) are located near civilians that are not involved in the attack**
- **RPG fire against convoys of soft skinned vehicles**
- **Explosive Devices**
 - **Command detonated on roads, bridges, intersections, overpasses or tunnels (choke points)**
 - **Pressure activated on roads in plastic bags or buried**
 - **Manually thrown**
 - **From same direction vehicles**
 - **From overpasses**
 - **From side of road**
 - **Suicide Bombers (Not yet used against convoys)**
 - **Personnel**
 - **Vehicle**



Enemy Goals

- **Stop Your Movement**
- **Isolate Soft Targets From Hard Targets**
- **Kill Americans**
 - Try to break our resolve
 - Make a political statement
- **Demoralize U.S. soldiers and the American Public**
- **Remove the American led coalition in Iraq**



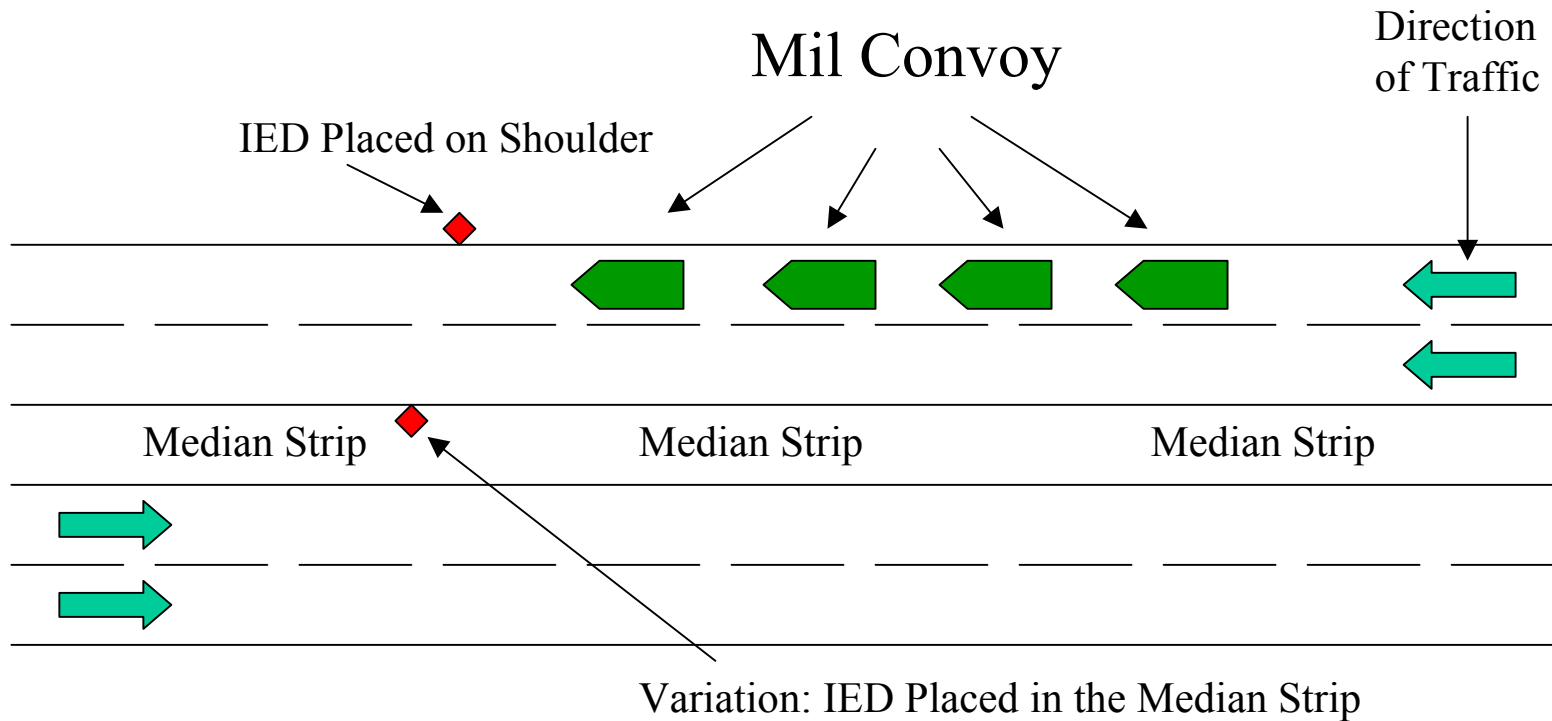
ENEMY IED TTP

- **IEDs currently #1 threat against convoy operations**
- **Usually command detonated—wire or remote**
- **Materials currently being used for IEDs:**
 - **155 Rounds, anti-tank mines, diesel fuel in cans, mogas in cans, rockets, mortar rounds, etc.**
- **IEDs have recently been disguised as**
 - **Trash in the roadway, cigarette cartons, trash bags, soda cans, milk cans, buckets, burlap bags, MRE bags, placed in potholes, tied to telephone poles, in guard rails and in animal carcasses.**
- **It is VERY HARD to spot IEDs at convoy speeds—there is LOTS of debris on the side of the roadway in Iraq. 99.9% of it is just trash**



ENEMY IED TTP (Cont)

The Basic “No Frills” IED Attack

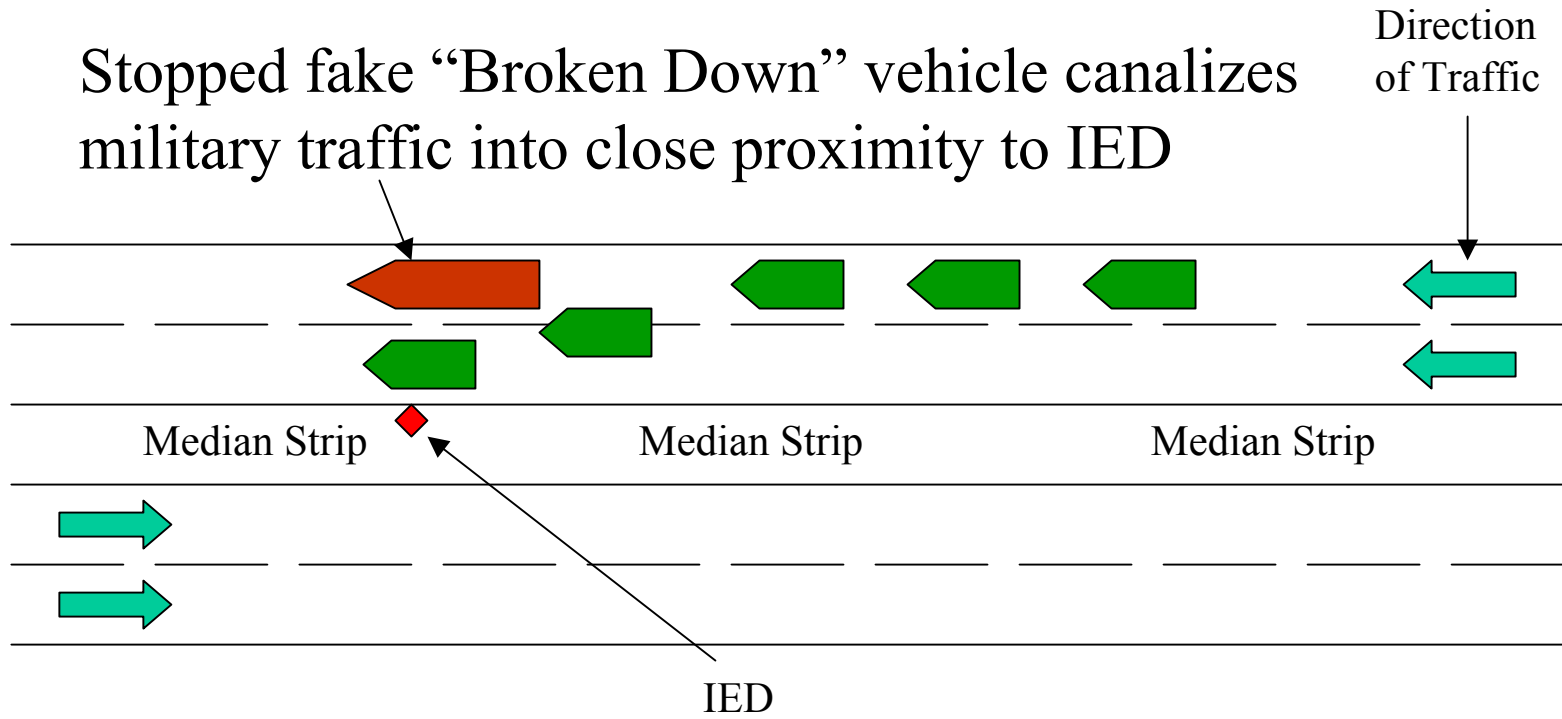




ENEMY IED TTP (Cont)

The “Broken Down Vehicle” IED Attack

Stopped fake “Broken Down” vehicle canalizes military traffic into close proximity to IED





ENEMY IED TTP (Cont)

The “Fiendishly Clever” IED Attack

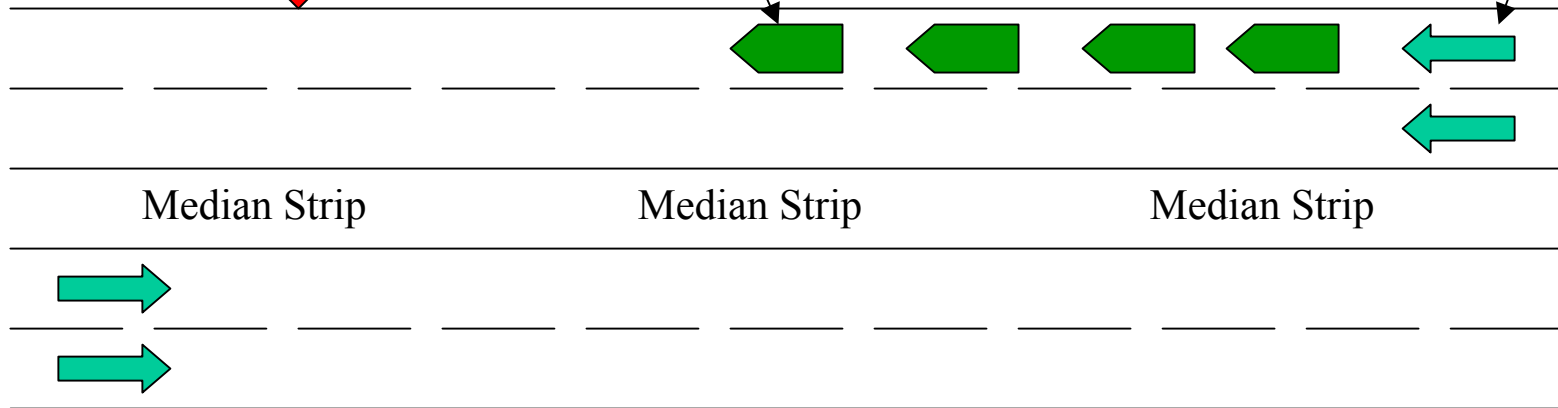
Lead vehicle sees fake IED and stops. The convoy stops behind it. Real IEDs on flanks of stopped convoy are then command detonated

Easily seen
Fake IED

Visible Wires

The Real IEDs Daisy Chained Together

Direction
of Traffic





TTP I – Layout of Convoy

- Experienced senior driver in lead vehicle
- Gun Truck I behind lead vehicle (Scouting area to the front)
- Convoy Cdr in C2 vehicle centrally located for efficient communication
- Gun Truck II behind Convoy Cdr (Reacts to contact and is Convoy Cdr's reserve to bolster flanks front and rear of convoy as necessary)
- Wrecker in rear of convoy (Reacts to disabled vehicles)
- Gun Truck III is the last vehicle (Over watches convoy from rear)
- NCOIC with Combat Life Savers (CLS) in rearward vehicle (Reacts to casualties)
- Spread other CLSs throughout the convoy.
- Do not isolate gun truck by itself to recon ahead of the convoy. When scouting ahead use 2 Gun Trucks to cover each other.
 - 2-3 gun trucks in a convoy; keep the gun trucks with the convoy.
 - 4 or more gun trucks in convoy; two gun trucks may scout ahead of the convoy. Gun trucks maintain communication and visual contact with the convoy.



TTP II – Convoy Movement

- All Convoy Cdrs for day's movement will be present at the BN Combat Convoy Brief in BN Conference Room at 0600 daily for Intel update and mission review
- Convoy Cdr plans for no less than 30 minutes to brief and rehearse convoy personnel on convoy movement, TTPs and latest intel.
- Convoy commander should know emergency frequencies for MEDEVAC, ground and air support along route and brief this info to his drivers
- No headlights on convoys, only running lights (daytime headlights tip off enemy to approach of coalition convoys)
- Take quickest lane, the one in the best shape to allow for quick travel (IEDs are statistically ineffective on convoys moving faster than 40MPH with 50m intervals)
- If road quality is equal, travel down middle of road to stay as far away from possible IEDs on median and breakdown lane
- Allow CC to vary convoy position (left, right, middle lane), rate of speed, SP times, and, if feasible, routes to allow unpredictability
- Ensure radios are filled and working, and crews have NVGs (driver, TC, and gunner)



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TTP II (Cont) – Convoy Movement (Brief)

CONVOY BRIEFING INSPECTION CHECKLIST

HAND OUT STRIP MAPS: YES / NO _____

SITUATION

FRIENDLY FORCES: YES / NO _____

SUPPORT UNITS: YES / NO _____

ENEMY SITUATION: YES / NO _____

MISSION

TYPE OF CARGO: YES / NO _____

ORIGIN: YES / NO _____

DESTINATION: YES / NO _____

EXECUTION

GENERAL ORGANIZATION OF CONVOY

TIME SCHEDULE: YES / NO _____

ROUTES: YES / NO _____

CONVOY SPEED: YES / NO _____

CATCHUP SPEED: YES / NO _____

VEHICLE INTERVAL: YES / NO _____

EMERGENCY MEASURES

LOCATION OF GUN TRUCKS: YES / NO _____

ROCKDRILL / SANDTABLE FOR BATTLE

DRILLS: YES / NO _____

ACCIDENTS: YES / NO _____

BREAKDOWN: YES / NO _____

SEPARATION FROM CONVOY: YES / NO _____

AMBUSH: YES / NO _____

IED: YES / NO _____

SNIPER: YES / NO _____

CONVOY BRIEFING INSPECTION CHECKLIST (Cont)

ADMINISTRATION AND LOGISTICS

CONTROL OF PERSONNEL: YES / NO _____

BILLETING ARRANGEMENTS: YES / NO _____

MESSING ARRANGEMENTS: YES / NO _____

REFUELING OF VEHICLES: YES / NO _____

SERVICING OF VEHICLES: YES / NO _____

COMMAND AND SIGNAL

LOCATION OF CONVOY COMMANDER: YES / NO _____

DESIGNATION OF ASSISTANT CONVOY

COMMANDER: YES / NO _____

SERIAL COMMANDER'S RESPONSIBILITIES: YES / NO _____

HAND AND ARM SIGNALS: YES / NO _____

OTHER PREARRANGED SIGNALS: YES / NO _____

LOCATION OF VEHICLES WITH

COMMUNICATIONS: YES / NO _____

RADIO FREQUENCIES AND CALLSIGNS FOR CONTROL

PERSONNEL: YES / NO _____

SECURITY FORCE COMMANDER: YES / NO _____

FIRE SUPPORT ELEMENTS: YES / NO _____

RESERVE SECURITY ELEMENTS: YES / NO _____

MEDICAL EVACUATION SUPPORT: YES / NO _____

LOCATION OF CLS: YES / NO _____

SAFETY

HAZARDS OF ROUTE AND WEATHER

CONDITIONS: YES / NO _____

DEFENSIVE DRIVING: YES / NO _____



TTP III – Individual Soldier Actions

- **Individual discipline at all times, scanning for enemy, alert and ready. Vigilance backed with a tough, ready to fight convoy posture will cause enemy to look for safer targets**
- **TC weapon is oriented out windows ready to react. Drivers weapon is on driver's lap or in on side weapon holder in vehicle cab**
- **Civilian drivers, passengers and pedestrians are looked in the eye to seek out suspicious behavior and to display an alert and disciplined convoy posture to possible enemy scouts**
- **Every member of convoy is responsible for security**
- **Vigilant security at halts (Mounted vs. Dismounted)**
- **Uniform Standards at all times**
 - **DCU Complete**
 - **LBV/E Complete**
 - **Flak Jacket/OTV**
 - **Helmet**
 - **Weapon at the ready**
- **Individual soldiers use RAMP principles:**
 - **Return Fire with Aimed Fire**
 - **Anticipate Attack**
 - **Measured Response (Proportionality)**
 - **Protect U.S. and Coalition Forces Lives and Mission Essential Property with deadly force**



TTP III-Alpha – Truck Crew Drill

- **CONTACT CREW Drill Driver's side attack:**
 - Driver will announce "Weapon". 2. The TC will place the Driver's weapon (grasping it by the pistol grip and on the hand guard just forward of the ring) into the crook of the driver's left arm, with the barrel extending over the driver's arm and the magazine up against the crook in the arm. 3. The TC will announce "Weapon". 4. The Driver will grasp the weapon, with the right hand, by the pistol grip and announce, "Got it". 5. The TC will release the weapon.
 - The Driver will scan the target area for 2 seconds and then back to the vehicle front for 2 seconds. This will continue until the threat is eliminated or the vehicle has passed through the engagement area.
 - The method of engagement will be Instinctive Fire; the weapon is pointed not aimed.
 - The weapon will be handled like a pistol with a long butt stock. The firing hand is doing all of the controlling of the weapon; moving, elevating and placement in the arm. Rapid trigger squeeze on Semi will be used because firing on burst causes the weapon's muzzle to rise up.
- **OUT of AMMO or Weapon Jam:**
 - The Driver will announce "Out of Ammo or Jam". 2. The TC will place his/her weapon on safe and then place their weapon between the Driver's weapon and the driver's body maintaining two hand control and announce, "Weapon". 3. The TC will place his right hand on the butt stock of the driver's weapon; behind the charging handle and announces "Switch". 4. The Driver will then remove his hand from the pistol grip of their weapon and grasp the pistol grip of the new weapon and announce, "Got it". 5. The TC will then remove the driver's old weapon, using two-hand control, and return their seat and either replace the magazine or fix the jam.



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TTP III-Alpha – Truck Crew Drill

- **CONTACT Complete**

- Once the contact has ended or the Driver needs to complete a turn he/she, 1. Will announce “Secure Weapon”. 2. The TC will grasp the drivers weapon with both hands and announce “Weapon Secure”. 3. The Driver will then place their firing hand back onto the steering wheel.

- **NOTES:**

- Vehicle has it's own basic load of ammunition.
- M249's will travel with the bolts in the forward position.
- If the driver has a M249 that weapon will never be given to the Driver.
- It will be a judgment call for the TC if he/she is in contact and the Driver then announces “Contact” as to whether or not to break contact themselves and give the Driver his/her weapon.
- The driver will remain seat belted in at all times while the TC will be out of the seat belt during engagements and when giving and replacing the Drivers weapon.
- The drivers need to be aware of hot brass that may be bouncing back on them from the windshield. Brass deflectors will minimize this from happening.



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TTP IV – Weapons/Ammo Status

- **Ammunition Status**
 - Red – rounds loaded (Convoy off Post)
 - Yellow – magazine loaded, chamber clear
 - Green – magazines out, chamber clear (Convoy on Post)
- **Weapons Control Status**
 - Hold – Engage only if engaged (threat) or ordered to do so
 - Tight – Engage if target is positively identified as enemy
 - Free – Engage unless target is positively identified as friendly
- **.50 Cal, M249 TTP**
 - Red - Belt inserted, feed tray closed, bolt forward
 - Head Space and Timing set, inspected and weapon tested prior to convoy
- **Do not carry weapons on anything but safe - you will transition at the moment of truth**
- **Clear at all Post entrance clearing barrels**
 - Convoy Cdr inspects clearing procedures
 - Convoy Cdr receives magazine from soldier, views weapon chamber, views clearing of weapon and returns magazine to soldier



TTP V – Communications

- **External Communications**
 - Minimum of 2 SINCGARS on convoy (Convoy Cdr/NCOIC)
 - Minimum of two satellite devices (MTS, DTRACS, Thuraya cell phone)
 - MTS and DTRACS primary means of calling for assistance from BN TOC (SINCGARS range limited to 20km)
 - Thuraya cell phone has 50% reliability
- **Internal Communications**
 - Primary is SINCGARS
 - MEDEVAC and BCT/MP support frequencies pre-loaded and identified
 - CBs for internal communications in every vehicle for quick coordinated reaction to enemy actions. CBs in lieu of shortage of SINCGARS for every vehicle.
 - Handhelds for backup communications during convoy and upload download procedures at SSAs
- **POCs**
 - Each Convoy Cdr has BN Convoy Smart Sheet with emergency freqs and phone #s, supported unit phone #s and locations of safe havens along MSRs and ASRs



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TTP VI – Gun Truck Maneuvers

- **Gun Trucks display tough and offensive, yet controlled and disciplined posture.**
- **Gunners are scanning and alert, looking civilians in the eyes to view suspicious behavior and also ensure enemy scouts are aware of alert convoy posture.**
- **2 Gun Truck minimum**
- **Gun Truck I (Front) covers front and sides 270°**
- **Gun Truck III (Rear) covers rear as well as sides 270°**
- **Gun Truck II (Middle) covers flanks**
- **Gun Truck I scouts for IEDs, scans overpasses, anticipates ambush sites**
- **Gun Truck III acts as QRF to hostilities forward in convoy**
- **Vary Gun Truck locations during a convoy to ensure enemy cannot predict Gun Truck location**
- **Gun Truck must be hardened with sandbags, wood and steel to reinforce floor and sides as well as gunner's firing position**
- **Gun Trucks must have communications (SINCGARS/CBs/Handhelds) with Convoy Cdr for quick reaction to execute battle drills**
- **Convoys greater than 10 vehicles should have 3 Gun Trucks**



TTP VI (Cont) – Gun Truck Maneuvers

- Gun Trucks display tough and offensive, yet controlled and disciplined posture.
- Gunners are scanning and alert, looking civilians in the eyes to view suspicious behavior and also ensure enemy scouts are aware of alert convoy posture. Non-Gun Trucks vehicles must also show force with weapons displayed in an aggressive yet disciplined posture
- In crowded areas, Gun Trucks can be used to disperse crowds, and to block off intersections to allow convoys through
- Gunners scan and identify enemy RPG gunners and search for tell-tale puff of bluish-gray smoke from RPG launch.
- Gun Trucks aggressively suppress small arms fire and force enemy to break contact
- Gun Trucks “work” T intersections that convoy is turning onto with Gun Truck I and II blocking civilian traffic for convoy to move through in total. Once convoy moves through, Gun Trucks I and II move to original positions.
- Gun Truck I takes lead vehicle position when approaching bridges/overpasses to scan for enemy forces on bridge. Gun Truck I will show force and fire warning shot to clear overpass of suspicious activity. If fired upon from overpass, Gun Trucks I and II will flank overpass from entrance/exit ramps if possible and deliver overwhelming fire on enemy.



TTP VI (Cont) – Gun Truck Maneuvers

- **Do not isolate gun truck by itself to recon ahead of the convoy. When scouting ahead use Gun Truck I and II to cover each other.**
 - **2-3 Gun Trucks in a convoy; keep the gun trucks within line of sight the convoy.**
 - **4 or more Gun Trucks in convoy; two Gun Trucks may scout ahead of the convoy. Gun Trucks maintain communication and visual contact with the convoy.**
- **At rest halts, rally points, disabled vehicle and CASEVAC halts, Gun Trucks provide 360° security at positions on flanks that provide clear fields of fire.**
- **Upon IED attack gunners scan for enemy who initiated attack and/or follow on small arms/RPG attacks for targeting.**
- **Gun Trucks maneuver to block and contain civilian cars driving erratically in and around convoy. Show of force posture from Gun Truck is usually enough to ward off civilian vehicles that challenge convoy with aggressive driving.**



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TTP VI-Alpha – Gun Truck Design

- Mount fabrication for 50 mounts for 181st Trans BN complete. Support 50 CAL, MK-19 and have SAW adapter pintle
- Metal gunner's box reinforced with wood and sandbags in production for 5T Cargo (Dog House) and PLS Flatrack (Gun Rack) and PLS TC Gunner's Box to stop shrapnel and 7.62 rounds
- Exploration of ballistic blankets and fiber sheets as an alternative material to heavy ½ inch steel
- Must protect gunner(s) from IEDs, direct fire, and movement of the vehicle itself
- Must stabilize weapon system
- Cannot be top heavy
- Must give 200 degree+ area of visibility and firing
- Seatbelt / restraints for gunners
- Must have communications (hand held, CB) to gunner as well as

FABRICATED MOUNT



PLS TC GUNNER'S BOX



DOG HOUSE



GUN RACK





TTP VII – Actions at Short Halt

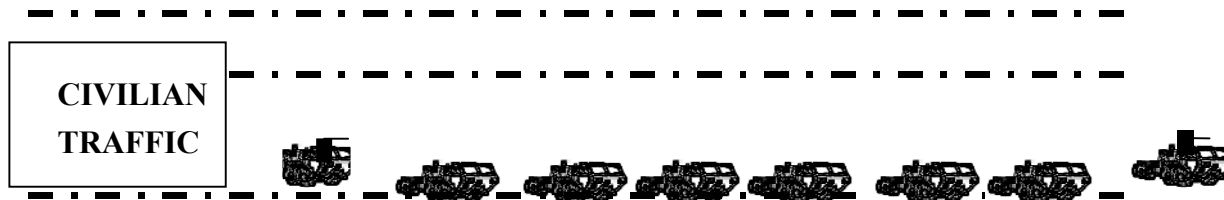
- **Halt in column or herringbone based on the situation (typically column in Iraq)**
- **Driver remains in vehicle with engine running**
- **TC dismounts and pulls local security (staggered for 360⁰ security) by taking a knee or prone position to negate profile**
- **If TC has crew served weapon, stay mounted and stagger orientation with other crew served weapon systems in convoy**
- **Trail Element Pulls Rear Security**
- **When resuming movement, TC re-mounts and maintains movement standards**



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TTP VIII – Move to Rally Point



- Occupation of the Rally Point is necessary to conduct Consolidation and Reorganization. It is critical that the convoy be secured and tasks are conducted as quickly as possible. Rally Points will always be conducted following contact unless directed otherwise.
- Rally Point “Forward” will be located 2 miles in the direction of movement and Rally Point “Rear” will be located 2 miles to the rear of movement.
- Drivers and passengers dismount and establish perimeter security using the safe side (side opposite enemy fire) of vehicles for cover.
- Gun Trucks move to a positions that support 360° security.
- If mileage places the Rally Point in a built up area, convoy will continue in the direction of movement until beyond the built up area.
- Once security is established, leaders will immediately conduct Consolidation and Reorganization
- Call BN TOC ASAP.



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TTP IX – Disabled Vehicle



- Disabled vehicle and truck directly behind disabled vehicle pull over.
- Wrecker comes alongside disabled vehicle.
- Keep vehicles running for quick reaction to enemy action
- Gun Truck III positions itself behind disabled vehicle and wrecker to protect maintenance personnel from traffic.
- Remainder of convoy establishes security at the RP.
- Maintenance personnel repair or recover disabled vehicle.
- Keep civilians at least 25 meters away from convoy.
- Send SALT / SALUTE report to BN TOC ASAP.
- Monitor communications during all halts.



TTP X – Vehicle Accident

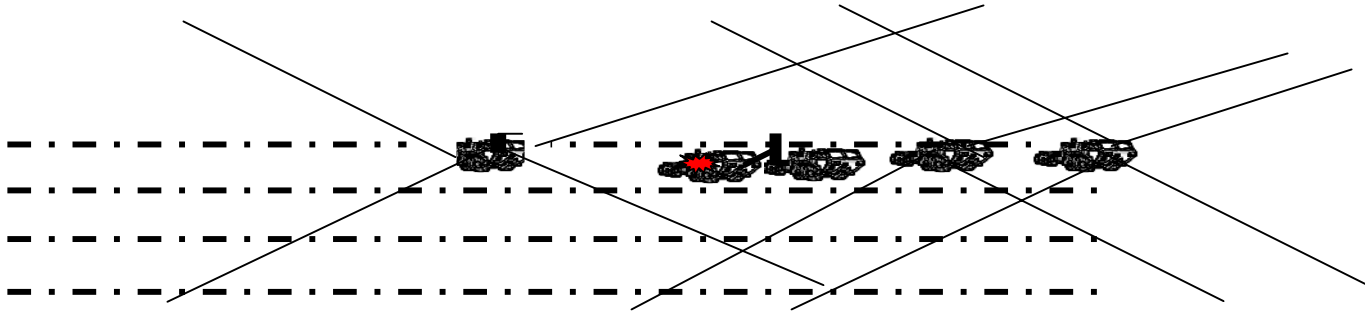


- Accident occurs, call goes out over radios and CBs. Convoy performs halt in column and posts security, vigilant for IEDs and other enemy activity
- Keep vehicles running for quick reaction to enemy action
- Convoy Cdr makes assessment and reports SITREP to BN TOC
- Gun Trucks take positions to cover accident and convoy from flanks for 360° coverage
- If accident involves civilian, Convoy Cdr gets civilian's name, vehicle make, model, color and license plate # and address if possible. Use interpreter, if present to gather information
- Convoy executes TTP XI Recovery/CASEVAC and/or TTP XII MEDEVAC as required
- Keep civilians at least 25 meters away from convoy and accident.
- Take digital photos of scene
- Perform SIR and AGAR reports upon return to home base



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TTP XI – RECOVERY / CASEVAC



- Once the Convoy Cdr assesses the area in the vicinity of the disabled vehicle(s) is secure and positions the gun truck in a good over-watching position, Recovery / CASEVAC operations will begin. BN TOC is contacted with SALUTE Report and MEDEVAC request if needed.
 - Aid & Litter team will position on the safe side of the vehicle and extract casualty(s) and personnel.
- Vehicle Recovery Procedures:**
- Recovery team will position on the safe side of the disabled vehicle.
 - Keep vehicles running for quick reaction to any enemy action
 - TC will dismount and assess the disabled vehicle.
 - If determined the vehicle can be safely recovered, TC will guide the recovery vehicle into position and conduct a hasty hook-up. TC will operate the disabled vehicle if necessary.
 - Upon exiting the contact area, complete and correct hook-up procedures will occur.
 - If assessment results in outside support necessary for recovery, leader will contact higher for guidance.
 - Once recovery operations are complete, the team will displace and conduct link-up with the convoy at the Rally Point.
 - Provide BN TOC with a detailed SITREP.



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TTP - XII MEDEVAC

Casualty(s) Treatment / Evacuation:

- **Convoy Cdr switches SINCGARS to Theater wide MEDEVAC channel or calls to BN TOC with 9-Line MEDEVAC Request.**
- **Convoy sends SALT / SALUTE report to BN TOC.**
- **Convoy will keep vehicles running for quick reaction to enemy action**
- **Gun trucks provide flank security in order to secure the area for MEDEVAC.**
- **TC/Driver will begin Buddy-Aid until relieved by a Combat Life-Saver (CLS).**
- **CLSs will immediately dismount and scan their assigned vehicles in search of casualties (four-way flashers) and begin treatment.**
- **Aid & Litter Teams will move casualties to a safe area as directed by Convoy Cdr to await AIR or GROUND MEDEVAC.**
- **Litters / Cots, fully assembled / Body bags / Improvised Litters**
- **Convoy Cdr will direct or request MEDEVAC request.**
- **Secure sensitive items / documents / weapons**
- **Aid & Litter team will continue to assist in treatment and MEDEVAC.**
- **Select and secure Landing Zone (LZ)**
- **Clear objects from the LZ**
- **Prepare to display appropriate LZ signal / marking.**
- **Assist with the loading of casualties.**
- **Provide BN TOC with a detailed SITREP.**



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TTP XIII – Prepare and React to IED

- **Soldiers stay alert and look for wires protruding from cans, boxes, bags, dead animals**
- **Soldiers must be prepared for IED followed by ambush**
- **Soldiers must be and appear vigilant and ready to fight. Enemy will select a safer target.**
- **Maintain convoy speed when possible**
- **Soldiers must be extra cautious when at an Iraqi vehicle breakdown**
- **Soldiers must scan road carefully for IEDs before coming to a halt**
- **Flak vests save lives, proven many times over against IEDs in Iraq**
- **Glasses save eyesight from shrapnel and are mandatory**
- **Rehearse actions on contact for an IED**
- **Get out of IED kill zone fast**
- **Do not approach an IED; soldiers have been killed and wounded doing this as many are command detonated at a distance**
- **Convoy Cdr provides latest IED intel during convoy brief- What the enemy is using and where along the route they have been emplaced**
- **Soldiers need to get into the right frame of mind and think, talk and brief about IEDs**



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TTP XIII (Cont) – Prepare and React to IED Attack



- Continue to move, Area is probably targeted by mortars, other explosive devices, or enemy personnel
- Return fire if enemy identified (Difficult with remote control IED)
- Convoy executes TTP VIII to move to Rally Point if no vehicles are disabled and personnel are able to drive.
- If vehicle(s) are disabled convoy executes TTP IX for disabled vehicles.
- Personnel scan for additional IEDs before dismounting vehicles.
- Gun Trucks provide 360° security to over watch and secure MEDEVAC, disabled vehicle and Rally Point.
- Shut down civilian traffic to avoid enemy exploitation and BDA assessment.
- MEDEVAC is requested if required via MTS/DTRACS/SINGARS/MSRT.
- Combat Life Saver closest to the injured personnel renders first aid and prepares for MEDEVAC. Convoy Cdr sends SALT / SALUTE report to BN TOC ASAP.



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TTP XIV – Bridge/Overpass Attack

(RPG/Small Arms/Grenades/Rocks)



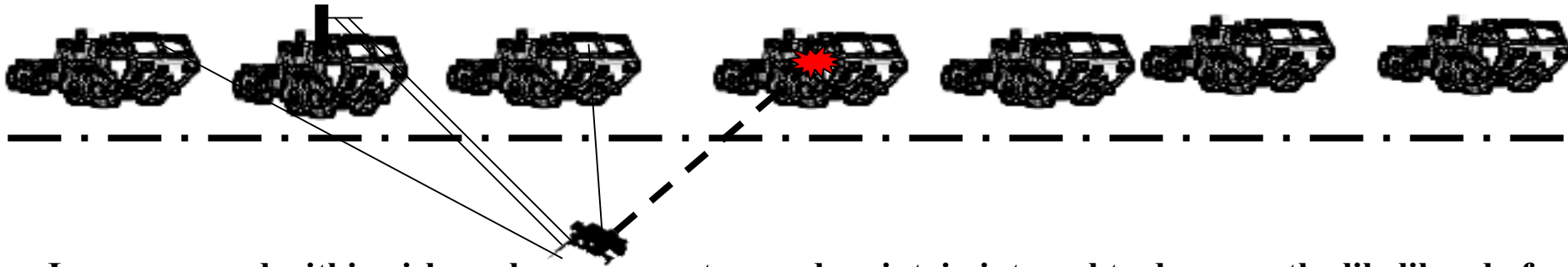
- Gun Truck I scouts overpass ahead, but within line of site of convoy.
- If personnel are on overpass, Gun Truck I displays show of force to disband personnel
- If personnel are acting suspicious and do not move off overpass Gun Truck I fires warning shot to disband personnel
- Gun Truck I proceeds under the overpass and covers the backside of the overpass by swinging mounted weapon around to rear.
- Gun Truck II covers the front of the overpass.
- If fired upon from overpass, Gun Trucks I and II will flank overpass from entrance/exit ramps if possible and deliver overwhelming fire on enemy.
- Convoy passes under the overpass once the overpass is secure.
- Gun Trucks I and II return to their original positions in the convoy.



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TTP XV – Small Arms/RPG / SNIPER



- Increase speed within risk analysis parameters and maintain interval to decrease the likelihood of hit from small arms/RPG/sniper.
- Vehicles continue to move while returning overwhelming fire to enemy source of fire. If a vehicle is disabled and under fire, Gun Truck III will cover while CLS and designated vehicle retrieve soldiers. If there are casualties, Aid & Litter team will position on the safe side of the vehicle and extract casualty(s). All other vehicles will move out of fore and provide flank fire to suppress and disband enemy and to cover soldier pick up maneuver.
- Vehicles proceed to the RP and establish security.
- Convoy Commander evaluates the situation and executes MEDEVAC TTP and Vehicle Recovery TTP as the situation dictates.
- Gun trucks provide flank security in order to secure the area for MEDEVAC.
- Convoy monitors communications during all halts.
- Convoy sends SALT / SALUTE report to BN TOC ASAP.



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TTP XVI – Man Made Road Obstacles



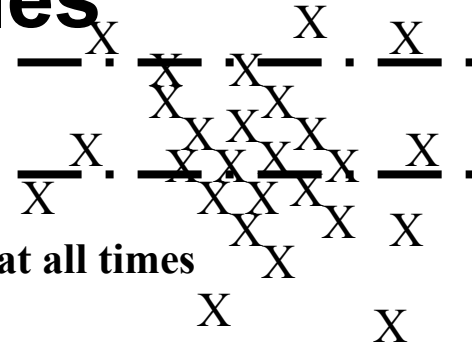
- **ID as far away as possible**
- **Halt outside of kill sack**
- **Send up SITREP and SALUTE Report to BN TOC**
- **ID bypass are alternate route**
- **Scan for enemy activity in area**
- **Determine if it is possible to pass thru or bypass**
- **Anticipate and prepare for an attack either way**
- **Keep vehicles running for quick reaction to enemy action**
- **If you ID enemy, engage with aimed fire**
- **Do Not Breech - Not your mission**



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TTP XVII – Human Obstacles



- ID as far away as possible, if no bypass, then short halt, vehicles running at all times
- Call in SITREP to BN TOC
- Convoy Cdr moves forward with appropriate number of dismounted TCs, based on situation
- Gun Trucks I and II move to flank cover positions and display show of force
- TCs responsible for maintaining security and stand-off distance with human obstacle
- Convoy Cdr directs ONE civilian (the leader) to approach the security line, ALONE
- If threatened with less than deadly force (crowd pressure/rocks/bottles) use smoke to disband. Warning shots are authorized but may incite crowd.
- Remember, you are working to get them out of your way
 - Do not appease, feed, or give them anything
 - If they do not disband, you must force your way thru - tough to execute, but it is feasible
 - Remember - this obstacle may be linked to enemy activity - They want you to stop!
- Ensure all friendly personnel clear of crew served weapons and other lines of fire
 - CO gets Human Obstacle to displace or determines to force the convoy thru
 - You are not PSYOPS or CA - it is not your job to meet their demands - your job is to get them to displace, then keep moving



TTP XVIII - TRAFFIC JAM

- **Gun Trucks stop traffic at intersections to allow convoy to pass uninterrupted.**
- **Assistant drivers dismount and buddy team for over watch as they clear one lane of traffic for convoy to proceed.**
- **Keep vehicles running for quick reaction to enemy action**
- **If unable to clear and convoy is halted in traffic Gun Trucks and convoy assistant drivers maintain alert and ready posture.**
- **Maintain constant internal communications during traffic jam**
- **If convoy is in a vulnerable position, use Gun Trucks to cross onto opposing traffic lane and clear traffic to allow convoy to go around traffic jam.**
- **Provide BN TOC with a detailed SITREP.**



181st TRANSPORTATION BATTALION

TTP XIX - CONSOLIDATION AND REORGANIZATION



- **Consolidation and Reorganization begins when the Rally Point is secured. This includes the repositioning of weapon systems if necessary.**
- **Ammunition Status / Redistribution:**
- **Personnel will report their ammunition status to first line leaders.**
- **Ammunition report will be how many full magazines are available.**
- **Leaders will immediately redistribute ammunition at their level and report number of magazines to the next leader.**
- **Drivers will inspect vehicles / cargo and report status.**
- **Recovery teams will ensure proper hook-up procedures are conducted.**
- **Convoy Cdr will request recovery support or guidance if unable to conduct unit recovery**
- **Leaders will conduct weapon, communication, and sensitive item inspections and update Convoy Cdr**
- **Direct the priority of cross-leveling of cargo / loads**
- **Establish a new chain-of-command**
- **Submit final SITREP to Higher**
- **Continue Mission**



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ROAD WARRIORS!



29/07/2003